

## CLAIMS

What is claimed is:

- 1 1. A method for a game comprising:
  - 2 dividing a game board into a plurality of zones;
  - 3 selecting a zone;
  - 4 projecting a projectile through the selected zone;
  - 5 shooting at the projectile in the selected zone;
  - 6 determining if the projectile was shot within the selected zone; and
  - 7 marking the selected zone if the projectile was hit within the selected zone
- 8 wherein marking the selected zone eliminates the marked zone from further selection.
- 1 2. The method of claim 1 further comprising the step of assigning a pre-determined number of points based on the configuration of marked zones.
- 1 3. The method of claim 2 further comprising:
  - 2 projecting at least one subsequent projectile through at least one zone;
  - 3 shooting at the subsequent projectile; and
  - 4 determining if the subsequent projectile was hit within at least one zone.
- 1 4. The method of claim 3 further comprising the step of assigning a pre-determined number of points based on the number of subsequent projectiles hit within at least one zone.
- 1 5. The method of claim 1 further comprising the step of creating teams, each team alternating turns in completing all of the steps of claim 1.
- 1 6. The method of claim 2 wherein points are assigned for a three-in-a-row configuration of marked zones.

1    7.    A system for a game comprising:  
2        a game board divided into a plurality of zones;  
3        a selector that selects a zone;  
4        a projectile projector disposed to project projectiles through the selected zone;  
5        at least one shooter that shoots at the projectile;  
6        a scorer that determines if the projectile was hit within the selected zone; and  
7        a marker that marks the selected zone if the scorer determines that the  
8        projectile was hit within the selected zone wherein the marked zone is eliminated  
9        from further selection by the selector.

1    8.    The system of claim 7 wherein the scorer assigns a pre-determined  
2        number of points based on the configuration of marked zones.

1    9.    The system of claim 7 wherein:  
2        the projector projects at least one subsequent projectile through at least one  
3        zone;  
4        the shooter shoots at the subsequent projectile; and  
5        the scorer determines if the subsequent projectile was hit within at least one  
6        zone.

1    10.   The method of claim 9 wherein the scorer assigns a pre-determined number  
2        of points based on the number of subsequent projectiles hit within at least one zone.

1    11.   The method of claim 7 wherein the scorer assigns points for a three-in-a-row  
2        configuration of marked zones.

1    12.   A program storage system readable by a computer, tangibly embodying a  
2        program, applet, or instructions executable by the computer to perform method steps  
3        for a game, the method steps comprising:  
4        dividing a game board into a plurality of zones;  
5        selecting a zone;  
6        projecting a projectile through the selected zone;  
7        shooting at the projectile in the selected zone;

8           determining if the projectile was shot within the selected zone; and  
9           marking the selected zone if the projectile was hit within the selected zone  
10          wherein marking the selected zone eliminates the selected zone from further  
11          selecting.

1       13.   The program storage system of claim 12 further comprising the step of  
2       assigning a pre-determined number of points based on the configuration of marked  
3       zones.

1       14.   The program storage system of claim 12 further comprising:  
2           projecting at least one subsequent projectile through at least one zone;  
3           shooting at the subsequent projectile; and  
4           determining if the subsequent projectile was hit within at least one zone.

1       15.   The program storage system of claim 12 further comprising the step of  
2       assigning a pre-determined number of points based on the number of subsequent  
3       projectiles hit within at least one zone.

1       16.   The program storage system of claim 12 further comprising the step of  
2       creating teams, each team alternating turns in completing all of the steps of claim 12.

1       17.   The program storage system of claim 12 wherein points are assigned for a  
2       three-in-a-row configuration of marked zones.